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New York, NY 10016 USA

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ESRB

DRAGON BALL Z BUDOKAI TENKAICHI 2

FUNIMATION ENTERTAINMENT
CORPORATION COMPANY

ATARI

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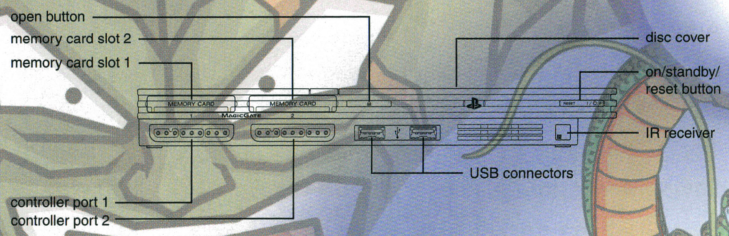
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the *Dragon Ball® Z: Budokai Tenkaichi™ 2* disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

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CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

MENU CONTROLS	
directional buttons	Highlight a menu item / Change the settings
× button	Select menu item
△ button	Cancel
START button	Skip movie

BATTLE CONTROLS	
directional buttons	Move character
left analog stick	Move character
× button	Dash
△ button	Ki Blast (energy attack)
○ button	Block
□ button	Attack
R1 button	Jump / Ascend

R2 button	Descend
R3 button	Transform / Free Look
L1 button	Z Search / Lock On
L2 button	Special Move / Ki Charge
SELECT button	Radar ON / OFF
START button	Pause Menu
DRAGON ADVENTURE MAP CONTROLS	
left analog stick	Move forward or backward
right analog stick	Camera Control
✕ button	Land at points of interest
L2 button	Fly at super speed
L1 button	Sense Ki Auras / Search points of interest
START button	Pause Menu

WELCOME TO DRAGON BALL Z®: BUDOKAI TENKAICHI™ 2!

Prepare to embark on an epic adventure starring the most powerful fighters the universe has ever known. You'll need more than lightning reflexes and nerves of steel to survive this saga, as you battle your way through a cast of more than 120 playable super warriors from the Dragon Ball®, Dragon Ball Z® and Dragon Ball GT® series!

Relive all of the greatest battles from your favorite sagas in the all new Dragon Adventure mode. In this RPG action-adventure, you'll play as and face off against the mightiest of heroes and villains, including some characters that have never been seen before in a DBZ game. You must master new moves to survive the ordeal, including finishing moves, in-game transformations and vanishing attacks.

Unlock hidden skills and techniques, and customize your favorite characters to match your fighting style. Challenge your friends to one-on-one duels, tournaments and for the first time ever use ultimate tag team battles to increase your chances for victory!

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ADVANCED CONTROLS

Be sure to check out the Tutorials in the Practice Menu to get detailed instructions about how to perform the following and other important fighting moves.

Flying

Press Jump (**R1 button**) once to jump and twice to fly. Once you are flying, press the **R1 button** to ascend and the **R2 button** to descend.

Z Search

If your opponent is not in view, you can press the **L1 button** to perform a Z Search. Your character will pause and scan the battlefield. If the opponent is nearby, your character will turn in that direction and a solid purple triangle will appear on your radar indicating the opponent's location and the direction they are facing.

Note: In order to launch energy attacks at an opponent, you must first lock onto him by either getting close enough to automatically lock on, or by using the **L1 button**, which allows you to lock on from farther away.

Dragon Dash

Press the ✕ **button** and your character will dash in the direction he or she is facing.

Press the **L2 button** and the ✕ **button** simultaneously to perform a Dragon Dash. You can also combine this with flying controls (**R1 button** and **R2 button**) for hard-to-target aerial maneuvers.

Be aware that the Dragon Dash consumes Ki energy, so use it wisely. Press the ✕ **button** again to stop the Dragon Dash.

Teleport

Press Guard (○ **button**) and the **left** or **right directional button** just as your opponent's attack is about to land to teleport out of the way.

Ki-Based Attacks

If you have enough Ki, you can launch an energy attack (for example, Goku®'s Kamehameha). While locked-on to your opponent, press and hold the Special Move button (**L2 button**) and

then press the △ **button** to fire the energy attack in the direction of your opponent.

Knockback Attack

Press and hold the □ **button** and the **up directional button** while you are near your opponent to launch a quick and powerful combination attack that will send your opponent flying.

Guarding and Evasive Actions

To perform the basic guard move, press and hold the Guard button (○ **button**). Press the ✕ **button** and the **left** or **right directional button** to evade incoming attacks.

Taunt

Press the **L1 button** + **up directional button** while you are locked onto your opponent to perform a humiliating taunt.

Free Look

If you are not locked onto your opponent, press the **R3 button** to switch to Free Look mode. Press the **directional buttons** or move the **left analog stick** to look around. Press the **R3 button** again to exit Free Look mode.

Blast 1 Attacks

In order to perform a Blast 1 attack, you must have 1, 2, or all 3 Blast Stocks stored up. All Blast 1 attacks require a combination of the **L2 button**, the ○ **button** and the **up directional button**. Check your character's Skill List (from the Pause Menu) for details.

Blast 2 Attacks

Blast 2 attacks require a specific amount of Ki, or energy, per move and character. To perform a Blast 2 attack press the **L2 button**, a **directional button** and the △ **button**. For the Ultimate Blast, you must charge up your Ki bar (**L2 button**) until you reach MAX POWER! Mode. MAX POWER! Mode changes your Ki bar from yellow to blue. To perform an Ultimate Blast, press the **L2 button**, the △ **button** and the **down directional button**.

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MAIN MENU

After you press the **START button** at the Title Screen, you can start a new game or load a previously saved game. (See "Saving and Loading" on page 12.) You must have a memory card (8MB) (for PlayStation®2) with 75 KB of free space in MEMORY CARD slot 1 in order to save your progress. **Warning:** If you start a new game using a memory card that contains a previously saved game, the old game data will be erased. At the Main Menu, press the **directional buttons** to highlight a menu option (listed below), and then press the ✕ **button** to select it.

Dragon Adventure

Relive the most exciting DBZ adventures and join with your friends to defeat a seemingly unstoppable force of enemies. (See "Dragon Adventure" on page 13.)

Ultimate Battle Z

Fight against rivals throughout the DBZ world. Each course consists of several battles. Win all battles to clear the course. You will gain rare items or new courses when you clear each course. A player's skill will be expressed as "Fighting Point" in the game. Once you've cleared all courses, try the score attack of the Fighting Point. (See "Ultimate Battle Z" on page 14.)

Dragon Tournament

Select a warrior — standard or customized — and battle to become the champion. If you are the winner you can unlock new powers! (See "Dragon Tournament" on page 15.)

Dueling

Choose a fighter — standard or customized — and battle against your friends or a computer (AI) opponent. (See "Dueling" on page 17.)

Ultimate Training

Use a character — standard or customized — to practice your fighting moves against a customizable computer opponent. (See "Ultimate Training" on page 20.)

Evolution Z

After you unlock skills, you can use them to customize characters. You can also try to combine items here to see if you can create more powerful skills. (See "Evolution Z" on page 21.)

Item Shop

Buy and sell your Z Items to Baba. (See "Item Shop" on page 22.)

Data Center

You can generate or enter a password for a custom character here. Once you have the password, you can give it to your friends so they can battle against the character you have created. You can post your code on the web at **ataricommunity.com** and battle it out with Dragon Ball Z® fans from all over the world. (See "Data Center" on page 23.)

Options

Change a number of game settings, including opponent strength, controller configuration and more.

Dragon Library

This resource, designed for the true Dragon Ball Z® fan, contains biographies, pictures and stories about every hero and villain in the game. (See "Dragon Library" on page 23.)

Kent Williams
Android 20, Old Kai, Supreme Kai, Tao

Kyle Hebert
Gohan®, Great Saiyaman™, Ox King

Laura Bailey
Kid Trunks®, Gotenks

Linda Young
Frieza®

Meredith McCoy
Android 18

Mike McFarland
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Phil Parsons
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Goku®, Gogeta®, King Kai, Vegito®

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Kara Edwards
Goten®, Gotenks, Videl

OPTIONS MENU

Choose Options from the Main Menu to adjust various game settings. Use the **up** and **down directional buttons** to select an option. Press the **✕ button** to go to that option sub-menu.

Save / Load

Save Game Data – Save your current game progress to a memory card in MEMORY CARD slot 1.

Load Game Data – Load a previously saved game from a memory card in MEMORY CARD slot 1.

Controller

Press the **left** or **right directional button** to highlight 1P or 2P and press the **✕ button** to change settings for that controller. Press the **up** or **down directional button** to highlight "Vibration." Press the **left** or **right directional button** to toggle vibration ON / OFF.

You can customize the controller by configuring commands your favorite way. First, using the controller that you want to customize, and press the **up** or **down directional button** to highlight "Type." Press the **left** or **right directional button** to choose one of five preset configurations (A,B,C,D or E), or customize your own buttons (Custom).

To set a custom configuration, highlight Custom, then press a controller button. While holding that button down, use the **left** or **right directional button** to scroll between different moves. For example, you can assign the command Ki Blast to the **R2 button** by holding down the **R2 button** and then pressing the **left** or **right directional button** until the "Ki Blast" symbol is displayed.

Press the **△ button** to accept your selections and return to the Options Menu.

Screen

Camera Type:

A: Camera is set to medium distance from characters (default setting).

B: Camera is farthest from the characters. This will give the largest view of the surrounding environment.

C: Camera is close to the characters. This will display the best detail.

Camera Shake

Toggle Camera Shake ON or OFF. With Camera Shake ON, the screen will shake slightly when environmental objects are destroyed.

Screen Adjust

Press the ✕ **button** to go to the Screen Adjust screen. Use the **directional buttons** to move the screen panel. Press the **START button** to reset to default settings. Press the △ **button** to accept your changes and return to the Screen Menu.

Sound

Speaker – Switch between Stereo and Mono.

Music Volume – Adjust the music volume.

Voice Volume – Adjust the volume of the in-game voices.

SE Volume – Adjust the volume of the in-game sound effects.

Japanese Voices – Can change the voices in the game to the Japanese voice-overs.

Default – Return to the original settings.

DATA CENTER

Password

Generates a password for your custom characters.

Enter Password

You can enter a password you have received from your friend or from the web here. Then you can fight against the custom character whose password you just entered.

Fighter Catalog

View a list of the fighters you've created.

Sparking Fusion

If you have saved data from the *Dragon Ball Z® Budokai Tenkaichi™* game on your memory card, use this selection to unlock some new surprises.

DRAGON LIBRARY

Check out the Dragon Library, where your guide Videl™, will lead you to lots of great information about the amazing characters found in the Dragon Ball Z® stories.

Character Illustrations – Select the name of a character to see a portrait and read a short biography. Press L1 or R1 to see the previous and next bio. Press the □ **button** to hear the character's voice and press the ○ **button** to view a model of the character.

Dragon Text – Read excerpts from the stories told in the game. Press L1 or R1 to see the previous and next story. Press the □ **button** to hear Videl™'s comments.

Sound Select – Use the **directional buttons** to choose a song and press the ✕ **button** to listen.

What's a Z Item?

Z Items are the special objects and abilities that each character possesses. Z Items are rewarded when you finish a Dragon Adventure episode or win a tournament or Ultimate Battle competition.

There are two types of Z Items: Ability and Support Skills. Be sure to get a good handle on what each of these types of skills does!

Ability Skills – These will make your character stronger by improving things like how much Ki you start with or how powerful your attacks or defense skills are.

Support Skills – These will give new or improved abilities such as a further lock-on distance. Choosing the right support skills could be the difference between winning and losing, so choose carefully.

Password

Password will generate a password for your custom characters, that you can give to your friends so they can battle against your creation.

Z Item Fusion

Some items can be combined together to form new secret items! Can you find out all the combinations?

ITEM SHOP

Visit Baba's shop to buy and sell Z Items. Select Buy Z Item or Sell Z Item to view a list of what's for sale. Press the **left** or **right directional button** to display Ability, Support, Fusion and Secret capsules. Press the **up** or **down directional button** to highlight a Z Item.

To get more information about a Z Item, highlight it and press the □ **button**. Press the ✕ **button** to buy/sell the highlighted item at the price shown. Press the **up** or **down directional button** to change the quantity of items you wish to buy/sell and press the ✕ **button** to continue. Press the △ **button** to go back one step.

THE BATTLE SCREEN

Most of *Dragon Ball Z® Budokai Tenkaichi™ 2* takes place on the battlefield. The following information is displayed on screen during a fight:

1. Health Gauge

This is the character's health. As a character is damaged, the gauge will turn from green to yellow, and then red. When the red bar disappears, that character is knocked out (K.O.) and loses the battle.

2. Ki Gauge

This gauge builds up as you successfully land punches, kicks and special attacks on opponents. You can also build up Ki by pressing and holding the **L2 button**. Some special attacks and Ki Blast Waves deplete your Ki supply.

3. Blast Stock

This gauge fills automatically during a battle. Once it fills, a blue bubble will appear next to it and it will start filling again. These stored bubbles allow you to launch Blast 1 attacks — the most powerful Blast 1 attacks, such as Solar Flare, consume two full bubbles. All Blast 1 attacks require a combination of the **L2 button** and the ○ **button**. Check your character's Skill List (from the Pause Menu) for details.

4. Time

This is the battle's time limit. When the time reaches zero the battle will end, and the character with the most health wins. You can modify the time limit for Duel and World Tournament battles in Game Options (see page 7).

5. Radar
Use your radar to help you zero in on your opponents. The solid yellow triangle in the middle indicates your character's position and the direction he or she is facing. The circles indicate the edges of the battlefield. The solid purple triangle indicates your opponent's location and the direction they are facing. If your opponent doesn't appear on the radar, try using Z Search (**L1 button**) to find them.

SAVING AND LOADING

You must have a memory card (8MB)(for PlayStation®2) with 75KB of free space in MEMORY CARD slot 1 in order to save game progress. **Note:** You can only save one game per memory card. If you have a memory card in MEMORY CARD slot 1 and you select New Game, the old game data will be overwritten.

You can save your current progress to a memory card in MEMORY CARD slot 1 by selecting Options at the Main Menu, then selecting Save / Load, and then selecting Save Game Data.

To load a saved game, select Load Game at the Load Game / New Game screen, which is displayed after the game starts. You can also load a previously saved game by selecting Options at the Main Menu, then selecting Save / Load, and then selecting Load Game Data. You must have a memory card with a saved game in MEMORY CARD slot 1 to load a previously saved game.

EVOLUTION Z

Customize characters, buy Z Items, view your collection of acquired skills and even try to combine known skills into new combinations! **Note:** You must have a memory card in MEMORY CARD slot 1 in order to organize skills.

Select Z Evolution from the Main Menu. Choose Z Items Collection to change Z Items for any unlocked character. Select Z Item List to view all of the Z Items you have collected. Z Item Fusion lets you combine Z Items to create more powerful ones!

Z Items Collection

Select Z Items Collection to change Z Items for the characters you have unlocked. Press the **left** or **right directional button** to choose a character and press the ✕ **button** to edit that character's skills.

Z Item List

Select Z Item to add and remove attacks and other Z Items. Press the **up** or **down directional button** to select a skill slot. Press the ○ **button** to remove a capsule from that slot. Press the ✕ **button** to open the Skill Type window. Press the **left** or **right directional button** to choose among Ability, Support and Fusion capsules. Press the **up** or **down directional button** to highlight a Z Item.

Logic

Adjust this setting to change the way the computer will control your custom character when someone is fighting against it.

Balanced – The AI (artificial intelligence) will use a combination of melee and Ki blast techniques equally.

Powerful – The AI will favor melee and close fighting over Ki attacks. (If your character likes to pummel the opponent, this may be your best choice.)

Technical – The AI will favor Ki blasts over melee attacks. (If your character uses Ki blasts well but isn't very good up close, this may be your best choice.)

ULTIMATE TRAINING

Learn basic and advanced fighting techniques from legendary trainers and then hone your skills against the characters of your choice.

Select Training to go through a step-by-step training regimen (Tutorials) of basic and special moves.

Select Practice to try your moves in a controlled setting. Pick a normal or a custom character for yourself, a computer opponent and a map, then you're ready to go.

Practice Pause Menu

At the Battle screen, press the **START button** to display the Pause Menu. Press the **up** and **down directional buttons** to highlight an option and press the **left** or **right directional button** to change the option.

Continue Practicing – Close the Pause Menu and return to the Battle screen. Pressing the **START button** or the △ **button** will also return you to the Battle screen.

Com – Set how the computer opponent reacts. Choose Stand to make the opponent simply stand there and take a beating. Choose COM to make the opponent act as they normally would in battle.

Return to Character Select – Return to the Character Select screen.

Look at Skill Data – Display a list of your character's attack and transformation skills, and the button combinations required to perform these skills.

Return to Main Menu – Exit Ultimate Training and return to the Main Menu.

DRAGON ADVENTURE

Relive the greatest conflicts of all time as the heroes and villains of the Dragon Ball Z® and Dragon Ball GT® manga, series and movies. Your battle outcomes change the course of the story, as you unlock new powers, new characters, and "what-if" epic battle scenarios.

Choose Dragon Adventure at the Main Menu to start. Choose Select Scenario to play a scenario you've unlocked. Choose a scenario and then choose a story. Pick a difficulty level and press the ✕ **button** to start your adventure.

Fly around the earth looking for Dragon Balls®, skill capsules and opponents. As your adventure unfolds, you will travel to distant planets, unlock skills, encounter fierce warriors, and gain incredible strength.

Map Controls

Left analog stick: Move forward or backward

Right analog stick: Rotate the camera

✕ **button**: Land at points of interest

L2 button: Fly at super speed

L1 button: Sense Ki Auras

START button: Pause Menu (Edit Skills / Status / Save / Quit)

Story Events are marked on the Map as red circles. Other important spots are marked as yellow circles. Still other points of interest are unmarked, and you'll only find them by exploring.

When you are over a map event, its description is displayed in the upper-left corner. Press the ✕ **button** to land and explore the spot.

ULTIMATE BATTLE Z

Compete in the ultimate battle as you take on the best in a series of ladder-style challenges. The higher-ranked you become, the more skills you unlock.

Choose Select Course and then press the **left** and **right directional buttons** to choose a challenge path. Press the **up** and **down directional buttons** to Game Level Select and then press the **left** and **right directional buttons** to set a difficulty level. The number of battles required and any special battle conditions are displayed on screen.

Press the ✕ **button** to select a character (see "Character Selection" on page 18) and then get ready to face your first opponent!

After the battle, you will see a summary of results, including life remaining, max damage dealt, your total rank, the battle bonus, and the total number of points and experience points you earned.

Select Battle Record at the Ultimate Battle Z Menu to view your achievements on all courses at all difficulty levels.

Duel Pause Menu

Press the **START button** while in Duel mode to display the Pause Menu. Your choices are:

Continue Battle – Close the Pause Menu and return to the duel in progress. Pressing the **START button** or the △ **button** will also Continue Battle.

Look at Skill Data – Display a list of your character's attack and transformation skills, and the button combinations required to perform these skills.

Return to Character Select – Return to the Character Select screen.

Return to Main Menu – Return to the Main Menu.

Note: You cannot Refer to Skills during a Com vs. Com duel.

Character Selection

Press the **up** and **down directional buttons** to display additional character portraits. Press the **left** and **right directional buttons** to highlight a character.

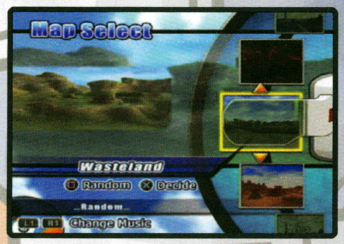
Some characters are available in different forms, such as Super Saiyan. When a selected character has the L1 R1 symbols above their portrait, press L1 or R1 to select a different form.

When your chosen character is highlighted, press the ✕ **button** to continue.

After you select a character, press the **up** or **down directional button** to select Normal, Custom or Z Evolution. Choose Normal to use the standard character. Choose Custom to use a character that you have created using the Z Evolution feature. Choose Z Evolution to change the characters skills before the start of this battle. (See "Evolution Z" on page 21.) Press the ✕ **button** to confirm your character selection.

If you are playing Tag Battle, you choose a second character.

If you are dueling against a computer opponent, you must choose the computer-controlled character(s) before proceeding to the Map Select screen. If you are dueling against a human opponent, each player must pick character(s) before proceeding to the Map Select screen.



At the Map Select screen, use the **up** or **down directional buttons** to highlight a map and press the ✕ **button** to start the battle. Press the ☐ **button** to battle on a randomly chosen map. Press L1 or R1 to change the music.

DRAGON TOURNAMENT

Select Dragon Tournament from the Main Menu to enter three types of tournaments.

World Tournament – This straightforward tournament against a variety of mighty foes is a great venue to show your skills (and earn some Zeni!). Stay in the ring or you're out!

Cell Games – This legendary tournament setting is the perfect spot to prove your power. No ring-outs – just a fight to the finish.

World Tournament – This is similar to World Tournament, but if you make it through you get to face off against the "most" powerful fighter of all: Hercule!

Select a tournament setting and then choose a difficulty level. The higher the level, the more strong opponents you'll face – and the bigger your prize for winning!

Novice – The Novice tournament consists of three battles, and is perfect for getting used to the game.

Adept – There are four battles in an Adept tournament, and your opponents are stronger and fiercer than in a Novice tournament.

Advanced – You'll have to fight with everything you've got in this five-battle tourney. Here you'll face the strongest, most advanced fighters — all determined to toss you off the stage.

Master – The highest degree of difficulty. If you can beat master level you are truly a Champion!

Note: You must unlock the Adept, Advanced and Master levels by winning the previous tournament levels.

Dragon Tournament Rules

Choose Dragon Tournament from the Main Menu, then use the **up** or **down directional button** to select a tournament location. Press the ✕ **button** to continue and then choose a difficulty level (locked levels will not be available). Choose the number of human competitors that will compete in the tournament. Next, choose a character for each of the human competitors, just like you would in Duel mode.

A tournament tree displays upcoming matches. Take a look at your next opponent and then press the ✕ **button** to proceed to the ring. The tournament is played elimination-style, so losing one fight means you're out. If you win, you move up the tournament tree. Battles continue until a fighter is K.O.'d or thrown out of the ring.

World Tournament Pause Menu

Press the **START button** during a tournament battle to display the Pause Menu.

Continue Battle – Close the Pause Menu and return to the fight. Pressing the **START button** or the △ **button** will also Continue Battle.

Look at Skill Data – Display a list of your character's attack and transformation skills, and the button combinations required to perform these skills.

Surrender – Resign current character from tournament.

Return to Main Menu – Quit the tournament and return to the Main Menu.

DUELING

Select your favorite character and go head-to-head against your rival on any battle stage. The best part about Dueling is that you can face off against your friends! (It's also fun to watch two computer opponents battle it out!) Select Dueling from the Main Menu to proceed to the Battle Mode screen, then choose one of the following:

1P vs. Com – Human vs. Computer: Human player must use the controller plugged into controller port 1.

1P vs. 2P – Human vs. Human: Each player must use a separate controller.

Com vs. Com – Computer vs. Computer: Select two fighters and watch them battle it out.

Battle Settings – Adjust the following battle options before you begin your match:

- Duel Time – Choose 60, 90, 120 or 180 seconds, or no time limit.
- COM Level – Set strength of computer fighters.
- Items Found – Choose whether to include random pick-ups on battlefield.
- Referee – Select the referee for the match.
- Transformation Available – Turn transformations OFF if you want to limit COM characters to their natural forms in battle.
- Default – Revert to original settings.

Change battle settings if desired, select a duel mode and then press the ✕ **button** to continue. Press the **left** and **right directional buttons** to choose Single Battle, against one other character, or "Tag Battle," where each player uses two fighters.